JRS SOFTWARE

CATALOGUE

THE JRS "FAST LOADING" SYSTEM FOR THE ZX81/TS1000

The "fast loading" system is a unique way of
encoding data which enables programs to be loaded
at the maximum speed possible within the limitations
of the computer itself, without the need for any
additional hardware.

Data is loaded at between 300 and 500 bytes per
second or 10 to 15 times faster than the normal
rate, which in effect means that almost any program
can be loaded in less than a minute..

The maximum frequency is limited to 4KHz to
guarantee reliable operation even when using low
cost cassette recorders, (the system has been
found to function perfectly at variations of
-10% to +12% of normal tape speed).

This system (comprising "saver", "loader" and full
instructions) is now available on cassette at
ONLY £8.50 fully inclusive, for use with 16K RAM
pack only.

JRS SOFTWARE

HOME COMPUTER
HARDWARE & SOFTWARE
CATALOGUE

<u>SPRING   1983</u>

JRS SOFTWARE LTD.
19 WAYSIDE AVENUE, WORTHING, WEST SUSSEX BN13 3JU

TO OUR CUSTOMERS

At long last your catalogue has arrived. For many of you we know it has been a long wait and hope you have not forgotten us.

There have been dramatic changes this year in the Home Computer market with various computers gaining short-term prominence and old favourites hitting, we trust, a temporary lull. This has obviously had its effect on software and has caused us to continually reappraise the format of the catalogue. We now feel we have a format that can withstand the uncertainties of the market and provide a useful and attractive addition to your Home Computer Library.

You will notice that no hardware is included. We have decided to revert to our original intention of supplying software products only (hence the name) and would recommend you to Downsway Electronics for all your hardware requirements.

Many new programs are in the pipeline for the Spectrum, Dragon, Jupiter Ace, BBC and ZX81. We will be pleased to supply updates to your catalogue in due course and would ask you to send a stamped addressed envelope in readiness.

We look forward to meeting your software requirements for many years to come.

ORDERING SOFTWARE

1. Select the program(s) of interest to you and note the reference number(s) in the bottom right-hand corner of each page.

2. Check the price list for your particular computer at the beginning of the catalogue to make sure it is available. Note the price.

3. Complete the order form at the back of the catalogue and post with your payment. Remember to deduct £1.00 if ordering two or more cassettes.

4. Each order form is numbered. A fresh sheet will be sent with your second order.

PRICE LIST

ZX SPECTRUM SOFTWARE

Ref.	Title	Memory Size	Price
S.201	Spectrum Games (Airport, Crabs, Alien all on one cassette)	16K	4.95
S.202	Tube Train Terror	48K	5.95
S.203	Pot-Pourri (Track 'n Attack, Blackjack, Superscript, Char-Wallah, all on one cassette)	16K	4.95

PRICE LIST

ZX81 SOFTWARE

NOTE: All ZX81 software supplied requires a 16K RAM Pack.

All programs marked * use our 'Fast Load' technique to load in under 1 minute.

Ref.	Title	Price
Z.204	Graphics Toolkit	4.95
Z.205	Programmers Toolkit	3.95
Z.206	Games II (Arcade) (City Bomb, 3D Battle and Gridball)	3.95
Z.207	Lost Island	3.95
*Z.208	Space Trek	4.95
Z.209	Battleships	3.95
*Z.210	Star Defence	4.95
*Z.211/12	Games III (Business Simulation) (Business Tycoon, Tour Operator)	4.95

Ref.	Title	Price
*Z.213/17	Games IV (Maze Adventure Style) (Nodrog, EX.T.)	4.95
*Z.214/15	Games V (Family) (Sleuth, Roulette)	4.95
*Z216	Animate (Available Mid-July)	4.95
*Z.217/13	Games IV (Maze Adventure Style) (Nodrog, EX.T.)	4.95
*Z.218/19	Edutape 1 (Picture Match, Teddy Bears Picnic)	4.95
*Z.220/21	Edutape 2 (Hungry Croc, Coconut Island)	4.95
*Z.222/23	Edutape 3 (Who Killed Cock Robin, Tumble Tower)	4.95

AIRPORT

As a member of the ground staff at a busy Airport, your job is to keep the runway free of holes and growing trees and the sky of birds. At the same time you must avoid the planes that are landing and taking-off.

Features – 9 levels of difficulty.

CRABS

The deadly crabs are after you, but you can put them to flight by eating the energy capsules. Special bonus fruit appear that can rapidly increase your score.
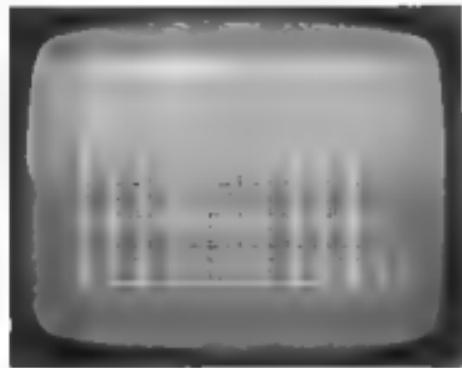
ALIEN

The deadly 'Alien' is after you. To your horror you find it is indestructable. Your flamethrower will only stun the 'Alien' who pursues you remorselessly. Can you find the escape hatch before it is too late?

**Features** — 11 levels of difficulty.

TUBE TRAIN TERROR

Law and order have completely broken down. You have been given the mission of collecting as much bullion as you can and transporting it safely across London to the Bank of England. The only means of transport available is the London Underground on which many perils await you.

This program incorporates many games in one.

Catalogue Reference: 202
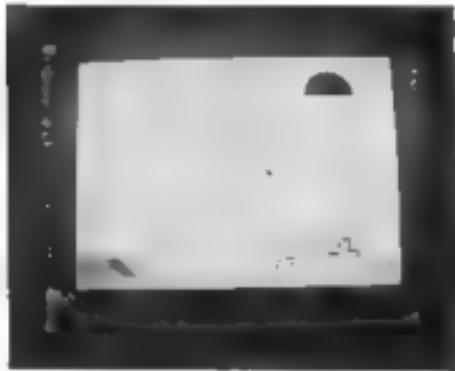
TRACK 'n ATTACK

Track and destroy the enemy helicopters, but be careful,
your own helicopters are also in the air.
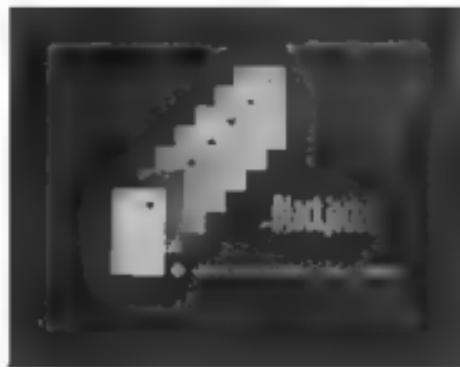
BLACKJACK

Nicely presented version of the popular game, also known as '21's' and 'Pontoon'.

One for the gambler.

SUPER-SCRIPT

A utility that will enable you to produce large attractive lettering, greatly enhancing your program displays.

(We used this in the 'Blackjack' program).
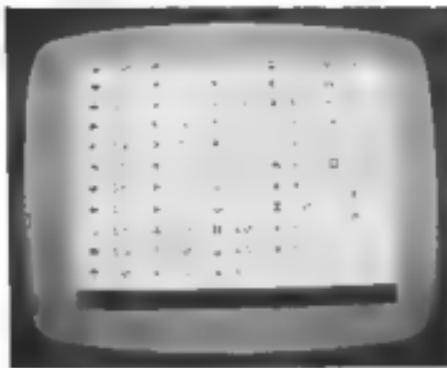
CHAR — WALLAH

A set of useful graphics characters ready for use in your own programs without the drudgery of setting up.

Features — Planes, Helicopters, Aliens, Little Men, etc, etc.
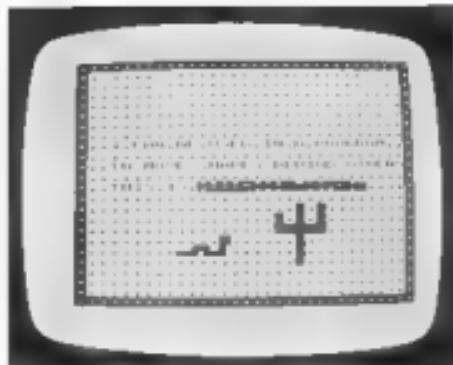
GRAPHICS TOOLKIT

This utility program consists of 22 machine code routines that will enable you to greatly enhance the graphic content of your programs.

Features – Draw, Set Foreground Character, Set Background Character, Set Border, 4-way Scroll, Screen On/Off, Draw Rectangles/Squares, Search and replace; etc, etc.

NOTE: This can be used in conjunction with our Programmers Toolkit.

PROGRAMMERS TOOLKIT

This utility program incorporates 8 machine code routines to assist you in writing your BASIC programs.

Features – Renumber (including GOTO and GOSUB), Search and List, Search and Replace, Free Space, etc, etc.

**NOTE:** This can be used in conjunction with our Graphics Toolkit.

CITY BOMB

Your plane is running out of fuel as it circles lower and lower above the deserted city. Can you clear the buildings with your bombs and missiles to create a safe landing strip or will you crash in the attempt.

**Features** – 4 speed levels available.
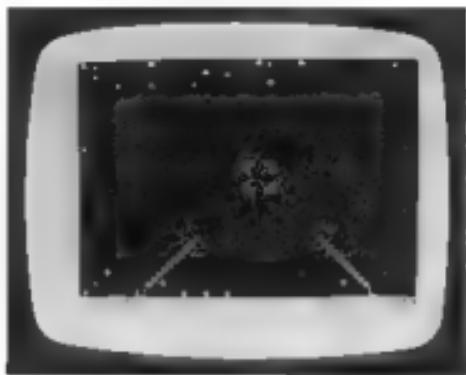
3-D BATTLE

Clear the galaxy of the marauding alien craft.

Features – Full screen movement of space field. 2 levels of play.
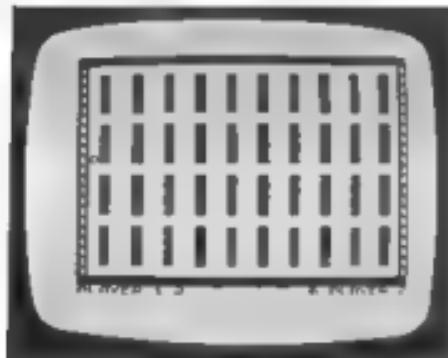
GRIDBALL

A game for 2 players, each controlling his teams movements to deflect a ball through defensive gaps and over the opponents goal line.

Features – 4 speed levels available.
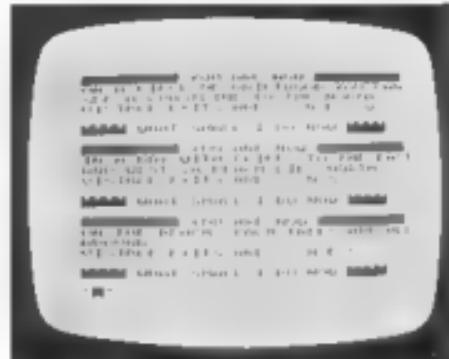
LOST ISLAND

A text adventure program.

Marooned on a lost island, can you take the right paths and collect the right items to enable you to escape and return to civilisation?

Difficult but absorbing.
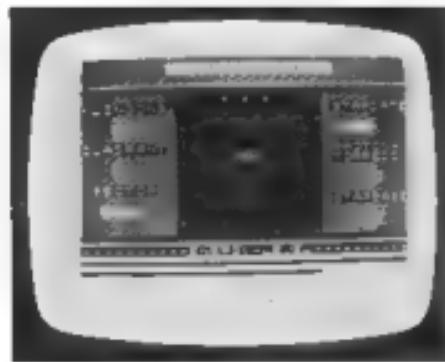
SPACE TREK

An example of the classic 'Star Trek' program, featuring graphic warp drive and arcade-style shoot-out with the evil Klingon craft.
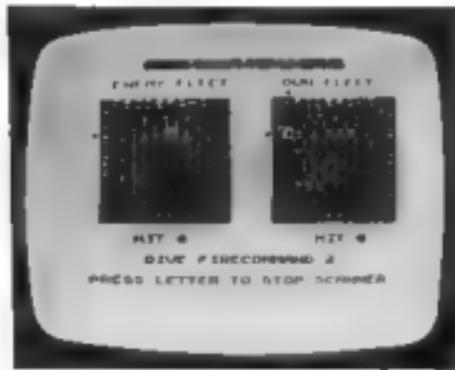
BATTLESHIPS

Our version of the ever popular 'Battleships and Cruisers' played on a grid. The object being to locate and destroy the ZX81 Fleet before it destroys yours. Both grids are on display at all times.
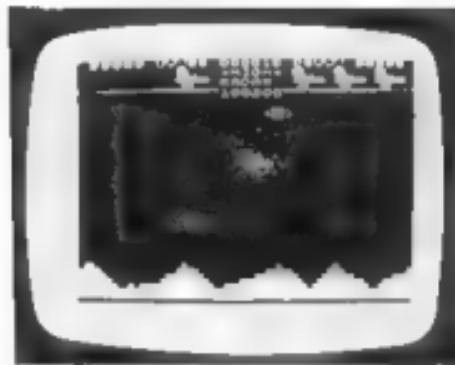
STAR DEFENCE

The winner of our recent ZX Software Competition! A fast arcade space game for 1 or 2 players.

Features – Excellent graphics.

BUSINESS TYCOON

Put yourself in the decision-makers hot seat. Keep your miners contented whilst obtaining the best prices for your ore, in home and foreign markets.

Can you join the happy band of successful dollar millionaires?

An excellent graphic business simulation game.

TOUR OPERATOR

For those who prefer testing their entrepreneurial talents in the service industries, we offer a business simulation game in the very competitive field of Holiday Tours.

Select your coaches, set your price and advertise to your potential customers. A friendly Bank Manager can help on occasions.
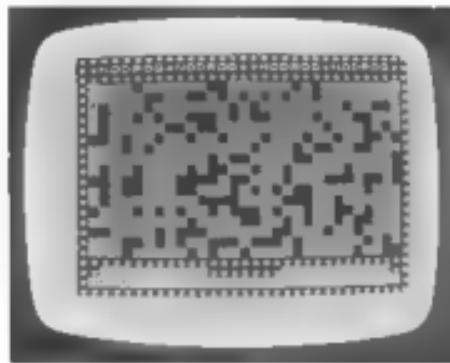
NODROG

You are the evil giant 'Nodrog' guarding your hoard of treasure. Trouble is all these nice heroes, elves, hobbits, even superman, keep trying to 'steal' the treasure and return it to the rightful owners (shame!). The only way to stop them is to squash them with granite blocks (great fun) but beware of their magic powers (life is never easy).

Happy squashing.

SLEUTH

A game for up to 4 players.

Take it in turn to quiz the suspects of the foul and diabolical crime and make your own decision as to who is the guilty party.
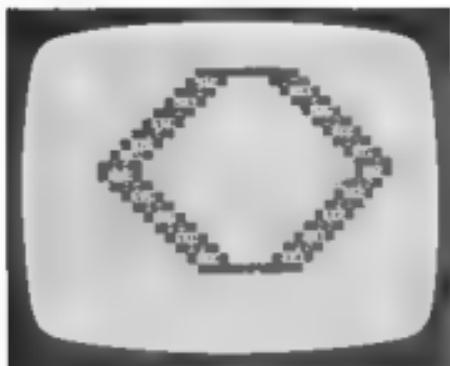
ROULETTE

If a trip to Monte Carlo is a little outside your budget —
why not bring the casino to you, with this excellent and
realistic simulation of the 'gamblers ruin'.

Multiple bets from up to 16 players allowed. Most of the
normal betting permutations are allowed for added
realism. At least your shirt is safe!
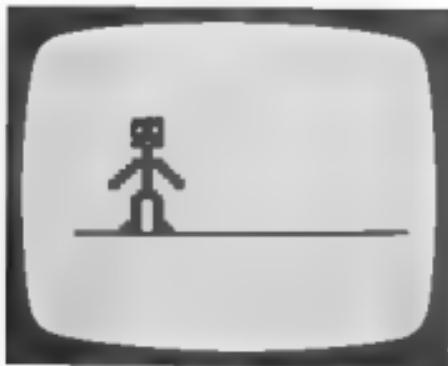
ANIMATE

This utility program will enable you to draw pictures on your screen and then to display them in any desired sequence at machine code speed to give realistic animation affect. The pictures can be altered or deleted as required and are saved in the normal way in your BASIC programs.
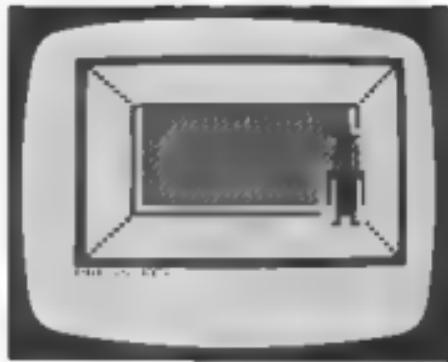
EX. T.

A graphic adventure in which you must rescue the friendly Ex. T. from the science complex where he is a prisoner of the evil professors.

Many decisions must be made on your assignment.
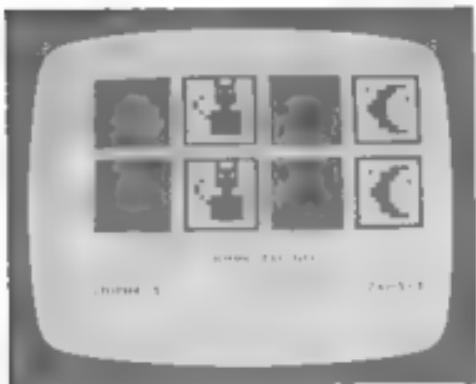
PICTURE MATCH

This educational program is for children 5–7 years of age
and is designed to develop visual memory. The program
holds a store of pictures from which it selects at random
four pairs for each game. These pairs are 'hidden' behind
eight numbered blanks and the child is invited to select
two that he/she feels will match. The child can play
against the computer or against another child. The
program was designed and written by G. Askew, Deputy
Headmaster of a Cheshire Primary School.

Catalogue Reference: Z.218
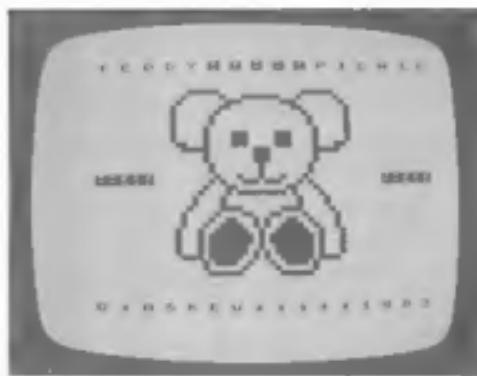
TEDDY BEARS' PICNIC

This educational program is for children 5–7 years of age and is designed to develop short-term memory. A graphic screen display shows three teddies and what they ate at their picnic. The child is then asked to enter which teddy consumed an item shown on the screen and is rewarded for a correct answer by a piece-by-piece drawing of a large teddy. The program was designed and written by G. Askew, Deputy Headmaster of a Cheshire Primary School.

Catalogue Reference: Z.219

HUNGRY CROC

This educational program is for children 7–11 years of age and is designed to develop logical thinking. The program presents a series of animal sets and asks the participant to discover a common attribute identifying which element does not belong. Full instructions for parents and teachers are included. The program was designed and written by G. Askew, Deputy Headmaster of a Cheshire Primary School.

COCONUT ISLAND

This educational program is for children 7–11 years of age and is designed to develop mathematical thinking.

The program presents a problem concerning numbers of coconuts, allows the child to reason an answer and then works through the answer given with the child. The program was designed and written by G. Askew, Deputy Headmaster of a Cheshire Primary School.
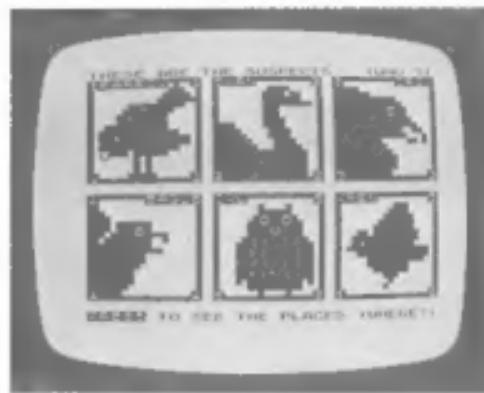
WHO KILLED COCK ROBIN

This educational program is for children 7–11 years of age and is designed to develop logical thinking and problem solving. The program takes the form of a mystery, the death of Cock Robin, derived from the traditional rhyme. From many possible permutations of suspects, places and times (each graphically displayed), the computer selects a 'solution' which the participant must try to deduce. The program was designed and written by G. Askew, Deputy Headmaster of a Cheshire Primary School.